

Timber Gorge



Land

M19

Timber Gorge enters the battlefield tapped.

• Add ♦ or ♣.

*Tazeem's embrace is harsh, but for those that call it home, nothing else will do.*258/280 C
M19 • EN Cliff Childs

TM & © 2018 Wizards of the Coast

Sarkhan's Unsealing



Enchantment

M19

Whenever you cast a creature spell with power 4, 5, or 6, Sarkhan's Unsealing deals 4 damage to any target.

Whenever you cast a creature spell with power 7 or greater, Sarkhan's Unsealing deals 4 damage to each opponent and each creature and planeswalker they control.

158/280 R
M19 • EN Daarken

TM & © 2018 Wizards of the Coast

Draconic Disciple



Creature — Human Shaman

M19

• Add one mana of any color.
• T, •, Sacrifice Draconic Disciple: Create a 5/5 red Dragon creature token with flying.*"If I am to die, I will die in the embrace of immeasurable flame."*

2/2

215/280 U
M19 • EN Yongae Choi

TM & © 2018 Wizards of the Coast

Plague Mare



Creature — Nightmare Horse

M19

Plague Mare can't be blocked by white creatures.

When Plague Mare enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

When it passes, those who sleep dream of sickness and death.

2/2

114/280 U
M19 • EN G-Host Lee

TM & © 2018 Wizards of the Coast

Thud



Sorcery

M19

As an additional cost to cast this spell, sacrifice a creature.

Thud deals damage equal to the sacrificed creature's power to any target.

"Give 'em a push."

—Mogwai, goblin delinquent

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Murder



Instant

M19

Destroy target creature.

*"It's not work if you enjoy it."*110/280 U
M19 • EN Tyler Jacobson

TM & © 2018 Wizards of the Coast

Gift of Paradise



Enchantment — Aura

M19

Enchant land
When Gift of Paradise enters the battlefield, you gain 3 life.

Enchanted land has "• Add two mana of any one color."

184/280 U
M19 • EN Ryan Pancoast

TM & © 2018 Wizards of the Coast

Goreclaw, Terror of Qal Sisma



Legendary Creature — Bear

M19

Creature spells you cast with power 4 or greater cost 2 less to cast.

Whenever Goreclaw, Terror of Qal Sisma attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn.

*You don't want to know how she got that name.*186/280 R
M19 • EN Svetlin Velinov

TM & © 2018 Wizards of the Coast

Marauder's Axe



Artifact — Equipment

M19

Equipped creature gets +2/+0.
Equip (2: Attach to target creature you control. Equip only as a sorcery.)*A sharp axe solves most problems.*240/280 C
M19 • EN Mitchell Malloy

TM & © 2018 Wizards of the Coast

Forsaken Sanctuary



Land

M19

Forsaken Sanctuary enters the battlefield tapped.

• Add ♦ or ♣.

"Prayers will curdle on the tongue and be heard by rotting ears."

—Minaldra, the Vizag Atum

TM & © 2018 Wizards of the Coast

Swamp



Basic Land — Swamp

M19

269/280 L
M19 • EN Mike Bierer

TM & © 2018 Wizards of the Coast

Ajani's Pridemate



Creature — Cat Soldier

M19

Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate.

"When one of us prospers, the pride prospers."
—Jafar Goldman

2/2

005/280 U
M19 • EN Svetlin Velinov

TM & © 2018 Wizards of the Coast

Act of Treason



Sorcery

M19

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and • this turn.)

*She learned a tragic lesson that day: even the purest can be corrupted when the heart's emotions are twisted.*127/280 C
M19 • EN Eric Deschamps

TM & © 2018 Wizards of the Coast

Regal Bloodlord



Creature — Vampire Soldier

M19

Flying
At the beginning of each end step, if you gained life this turn, create a 1/1 black Bat creature token with flying.*Those of esteemed birth earn a most esteemed death.*

2/4

222/280 U
M19 • EN Winona Nelson

TM & © 2018 Wizards of the Coast

Fell Specter



Creature — Specter

M19

Flying
When Fell Specter enters the battlefield, target opponent discards a card.

Whenever an opponent discards a card, that player loses 2 life.

1/3

096/280 U
M19 • EN Dimitar Marinски

TM & © 2018 Wizards of the Coast

Ravenous Harpy



Creature — Harpy

M19

Flying

• Sacrifice another creature: Put a +1/+1 counter on Ravenous Harpy.

A harpy's hoard is a filthy, bloodstained pile of trinkets and corpses.

1/2

115/280 U
M19 • EN Sam Rowan

TM & © 2018 Wizards of the Coast

Volley Veteran



Creature — Goblin Warrior

M19

When Volley Veteran enters the battlefield, it deals damage to target creature an opponent controls equal to the number of Goblins you control.

"Fill the sky with stuff!"

4/2

145/280 U
M19 • EN Craig Searing

TM & © 2018 Wizards of the Coast

Isolate



Instant

M19

Exile target permanent with converted mana cost 1.

*Threefold were his crimes, doubled were his pleas, singular was his fate.*010/280 R
M19 • EN Victor Adame Minguiz

TM & © 2018 Wizards of the Coast

Mountain



Basic Land — Mountain

M19

275/280 L
M19 • ED4 Jonas De Ro

TM & © 2018 Wizards of the Coast

Heroic Reinforcements



Sorcery

M19

Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and • this turn.)

*Cries of anguish quickly spurred cries of action.*217/280 U
M19 • ED4 Scott Murphy

TM & © 2018 Wizards of the Coast

Volcanic Dragon



Creature — Dragon

M19

Flying

*Haste (This creature can attack and • as soon as it comes under your control.)**Sometimes an eruption in Shív produces something more dangerous than a mere river of molten rock.*

4/4

167/280 U
M19 • EN Chris Rain

TM & © 2018 Wizards of the Coast

Fiery Finish



Sorcery

M19

Fiery Finish deals 7 damage to target creature.

*Negotiations reached an abrupt conclusion.*140/280 U
M19 • EN Joe Slucher

TM & © 2018 Wizards of the Coast

Highland Lake



Land

M19

Highland Lake enters the battlefield tapped.

• Add ♦ or ♣.

"A place like this makes me wonder if there's more to life than blood and treasure . . . Nah."

—Boyl Bucksalt, Storm Fleet swab

232/280 C
M19 • EN Noah Bradley

TM & © 2018 Wizards of the Coast

Poison-Tip Archer



Creature — Elf Archer

M19

Reach (This creature can block creatures with flying.)

Deathouch (Any amount of damage this deals to a creature is enough to destroy it.)

Whenever another creature dies, each opponent loses 1 life.

220/280 U
M19 • EN Dmitry Burmaka

TM & © 2018 Wizards of the Coast

Chromium, the Mutable



Legendary Creature — Elder Dragon

M19

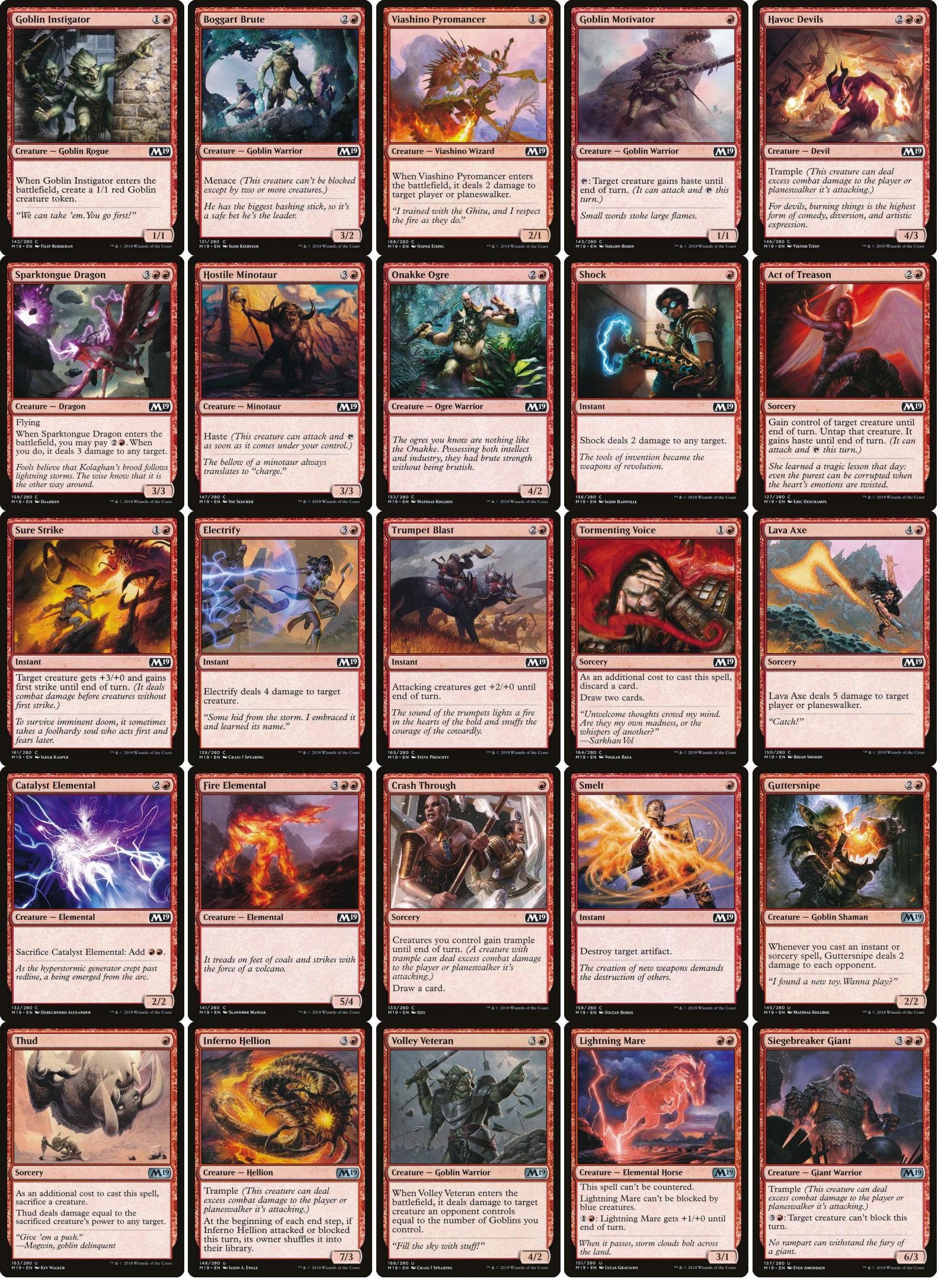
Flash
This spell can't be countered.Flying
Discard a card: Until end of turn, Chromium, the Mutable becomes a Human with base power and toughness 1/1, loses all abilities, and gains hexproof. It can't be blocked this turn.

7/7

214/280 M
M19 • EN Chase Stone

TM & © 2018 Wizards of the Coast





Dragon Egg

2/2



Creature — Dragon Egg

M19

Defender (*This creature can't attack.*)
When Dragon Egg dies, create a 2/2 red Dragon creature token with flying and +1/+0 until end of turn."

Dragon birth lairs are littered with treasure to entice the young from their eggs.

0/2

138/280 U
M19 • EN ▶ JACK WANG

TM & © 2018 Wizards of the Coast

Fiery Finish

4/2/2



Sorcery

M19

Fiery Finish deals 7 damage to target creature.
Negotiations reached an abrupt conclusion.

140/280 U
M19 • EN ▶ JOE SLUCER

TM & © 2018 Wizards of the Coast

Volcanic Dragon

4/2/2



Creature — Dragon

M19

Flying
Haste (*This creature can attack and block as soon as it comes under your control.*)
Sometimes an eruption in Shiv produces something more dangerous than a mere river of molten rock.

4/4

167/280 U
M19 • EN ▶ CHRIS RAIN

TM & © 2018 Wizards of the Coast

Lightning Strike

1/2



Instant

M19

Lightning Strike deals 3 damage to any target.
To wield lightning is to tame chaos.

152/280 U
M19 • EN ▶ ADAM PAQUETTE

TM & © 2018 Wizards of the Coast

Tectonic Rift

3/2



Sorcery

M19

Destroy target land. Creatures without flying can't block this turn.
"You will kneel before me, even if I have to split the earth under your feet!"
—Ash Kronor, Keldon warlord

162/280 U
M19 • EN ▶ JOHN AVON

TM & © 2018 Wizards of the Coast









Windreader Sphinx

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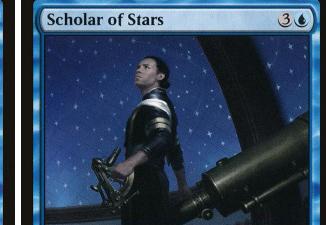
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Snapping Drake



Scholar of Stars



Omenspeaker



Lich's Caress



Divination

Creature — Drake M19
Flying
Foul-tempered, poorly trained, and mule-stubborn, the drake is the perfect test of the master's will.
3/2

Creature — Human Artificer M19
When Scholar of Stars enters the battlefield, if you control an artifact, draw a card.
"The path of the stars is as reliable as the instruments that measure them."
3/2

Creature — Human Wizard M19
When Omenspeaker enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)
Her prophecies amaze her even as she speaks them.
1/3

Sorcery M19
Destroy target creature. You gain 3 life.
A lich must consume mortal souls to feed its eternal life.
105/280 C M19 • EN ■ TOMMY ARNOLD

Sorcery M19
Draw two cards.
"The stars mark your destiny. May you accept the fate thus divulged."
051/280 C M19 • EN ■ WILLIAM MURAI



Instant M19
Counter target creature spell.
Dependence on luck is anathema to Kefnet's rigorous studies. Those who hope to escape his maze by chance never succeed.
046/280 C M19 • EN ■ JOSH HASS



Creature — Human Wizard M19
The Tolarian Academies embrace a tradition of study and research while discouraging the kinds of experiments that ruined the original island of Tolaria.
2/3



Instant M19
Creatures your opponents control get -2/+0 until end of turn.
Draw a card.
The cold slowed their movements until their panicked eyeballs swiveled beneath the ice.



Sorcery M19
Up to two target creatures can't be blocked this turn.
"Picking locks is for beginners."



Instant M19
Return target nonland permanent to its owner's hand.
It's pointless to hold on when you have nothing to hold on with.



Sorcery M19
Destroy target tapped creature.
"Your death will be a balm, your passing a welcome revision, and all will sigh with peace to know of your demise."
040/280 C M19 • EN ■ RANDY VARGAS



Instant M19
Put target nonland permanent on top of its owner's library.
Fblthp had always hated crowds.



Creature — Wall M19
Defender (This creature can't attack.)
The seafloor is flecked with the bones of fools who dared to sail into the mist.



Instant M19
Counter target spell.
"I decide what stands in my way."



Enchantment — Aura M19
Enchant creature
Enchanted creature gets -6/-0.
When enchanted creature blocks, destroy it. (The attacking creature remains blocked.)
The collection didn't have room to expand, so the wizard improvised a solution.



Creature — Merfolk Wizard M19
When Salvager of Secrets enters the battlefield, return target instant or sorcery card from your graveyard to your hand.

The greatest treasure of the deep is an echo from above.



Creature — Serpent M19
5 + 4 : Frilled Sea Serpent can't be blocked this turn.
"Reel it in. No, wait! Throw it back!" —Gerrude, deep-sea angler



Creature — Zombie M19
Menace (This creature can't be blocked except by two or more creatures.)
"Thread the torsos together with angel hair to ensure they will cooperate in battle." —The Stitcher's Tome



Instant M19
Destroy target creature.
"It's not work if you enjoy it."



Creature — Vampire M19
2, {E} : Each opponent loses 1 life and you gain 1 life.
One day, they may be paragons of deadly elegance. For the moment, they possess nothing but thirst.



Creature — Human Artificer M19
When Aviation Pioneer enters the battlefield, create a 1/1 colorless Thopter artifact creature token with flying.
"They say perfection is unattainable, but they said that about flight too."



Instant M19
Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
Divining the future is easy when you hold the power to sway it.



Creature — Dryad M19
{E} : Look at the top card of your library. If it's a land card, you may reveal it and put it into your hand.
"The land already knows its destiny. I simply ask it to share the tale with me."



Creature — Vampire M19
Whenever you gain life, each opponent loses 1 life.
"Fleshy, with just a hint of leather. A fine vintage."



Creature — Rhino Monk M19
When Rrox Oracle enters the battlefield, draw a card.
"The further into the future I look, the less certain my vision. Even now, the middle distance is obscured by fire."

Dwarven Priest

3*



Creature — Dwarf Cleric M19

2/4

When Dwarven Priest enters the battlefield, you gain 1 life for each creature you control.

"These storied halls are under my protection."

01/280 C
M19 • EN BY EYEN AMUNDSEN

Act of Treason

2*



Sorcery M19

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and block this turn.)

She learned a tragic lesson that day:
even the purest can be corrupted when
the heart's emotions are twisted.

127/280 C
M19 • EN BY ERIC DESCHAMPS

Reclamation Sage

2*



Creature — Elf Shaman M19

2/1

When Reclamation Sage enters the battlefield, you may destroy target artifact or enchantment.

"What was once formed by masons,
shaped by smiths, or given life by mages,
I will return to the embrace of the earth."

196/280 U
M19 • EN BY CHRISTOPHER MOLLER

Vigilant Baloth

3*



Creature — Beast M19

Vigilance (Attacking doesn't cause this creature to tap.)

Villagers employ watchdogs as guardians and companions. Druids prefer something a little bigger.

206/280 U
M19 • EN BY URIAH VOTÉ

Vampire Sovereign

3*



Creature — Vampire M19

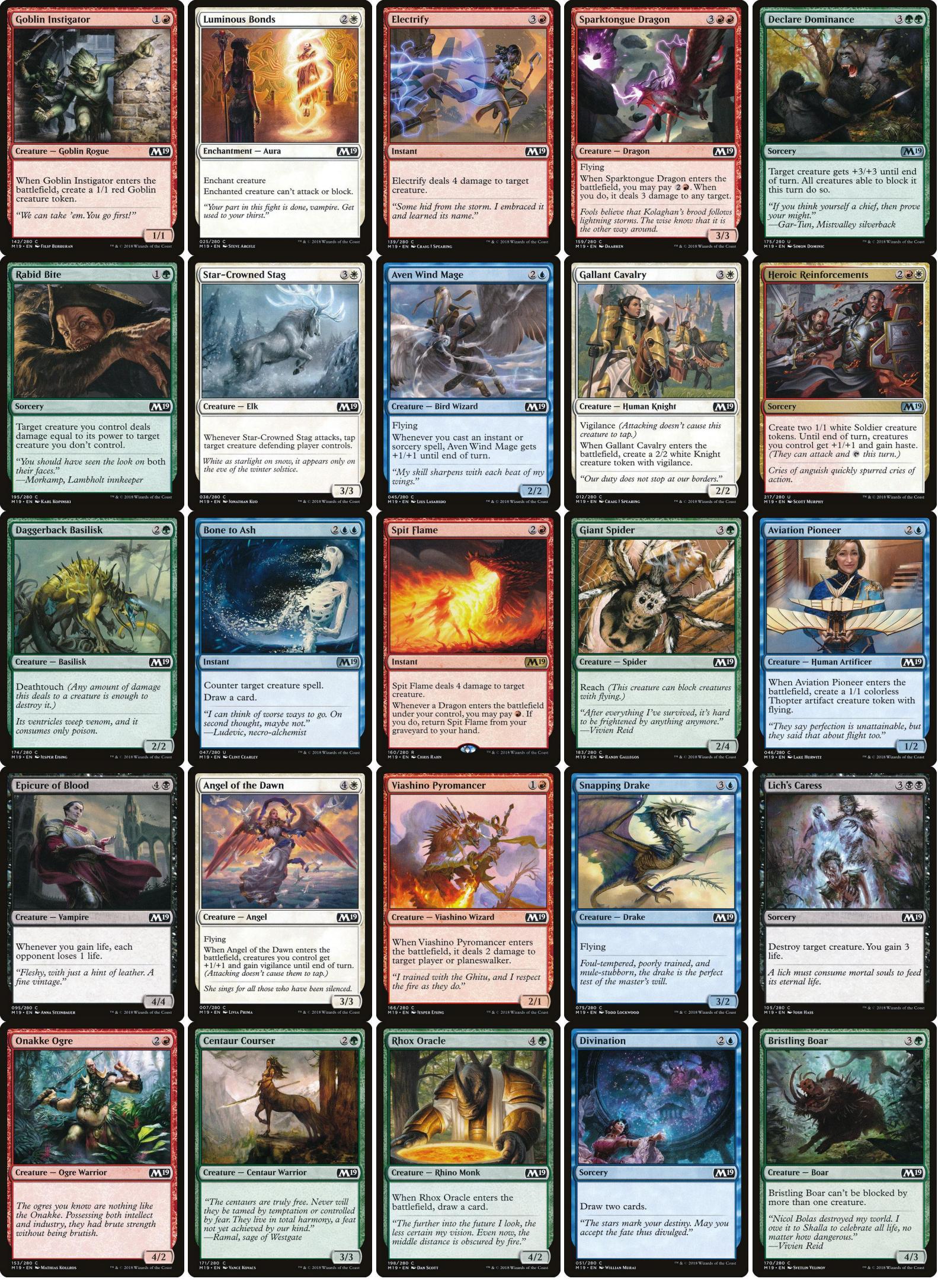
Flying
When Vampire Sovereign enters the battlefield, target opponent loses 3 life and you gain 3 life.

"Your service shall be rewarded."
—Queen Lian

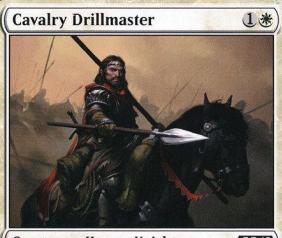
125/280 U
M19 • EN BY VOLKAN BAGA

3/4

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**Cavalry Drillmaster** 1*

Creature — Human Knight M19

When Cavalry Drillmaster enters the battlefield, target creature gets +2/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.)

2/1

008/280 C
M19 • EN SLOWMOR MANIAK

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**Oreskos Swiftclaw** 1*

Creature — Cat Warrior M19

The leonin of Oreskos are quick to take offense—not because they are thin-skinned, but because they are always ready for a fight.

3/1

031/280 C
M19 • EN JAMES RYMAN

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**Gallant Cavalry** 3*

Creature — Human Knight M19

Vigilance (Attacking doesn't cause this creature to tap.)
When Gallant Cavalry enters the battlefield, create a 2/2 white Knight creature token with vigilance.

"Our duty does not stop at our borders."

2/2

012/280 C
M19 • EN CRAIG I SPEARING

TM & © 2018 Wizards of the Coast

**Inspired Charge** 2*

Instant M19

Creatures you control get +2/+1 until end of turn.

"Impossible! How could they overwhelm us? We had barricades, war elephants, . . . and they were barely a tenth of our number!"

—General Avitora

015/280 C
M19 • EN WAYNE REYNOLDS

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**Pegasus Courser** 2*

Creature — Pegasus M19

Flying
Whenever Pegasus Courser attacks, another target attacking creature gains flying until end of turn.

A pegasus chooses its rider, bearing the worthy into the clouds and tossing all others to the ground.

1/3

032/280 C
M19 • EN MATTHIAS KOLLROS

TM & © 2018 Wizards of the Coast

**Rustwing Falcon***

Creature — Bird M19

Flying

Native to wide prairies and scrublands, falcons occasionally roost in dragon skeletons.

1/2

036/280 C
M19 • EN PAUL SCOTT CANAVAN

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**Angel of the Dawn** 4*

Creature — Angel M19

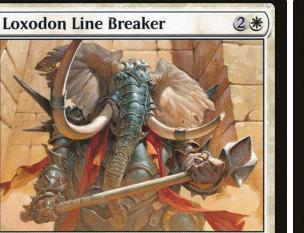
Flying
When Angel of the Dawn enters the battlefield, creatures you control get +1/+1 and gain vigilance until end of turn. (Attacking doesn't cause them to tap.)

She sings for all those who have been silenced.

3/3

007/280 C
M19 • EN LIVIA PRIMA

TM & © 2018 Wizards of the Coast

**Loxodon Line Breaker** 2*

Creature — Elephant Soldier M19

Loxodons are firm in stature and spirit. No matter the odds, they are always first into battle.

3/2

024/280 C
M19 • EN JASPER EISING

TM & © 2018 Wizards of the Coast

**Star-Crowned Stag** 3*

Creature — Elk M19

Whenever Star-Crowned Stag attacks, tap target creature defending player controls.

White as starlight on snow, it appears only on the eve of the winter solstice.

3/3

038/280 C
M19 • EN JONATHAN KUO

TM & © 2018 Wizards of the Coast

**Luminous Bonds** 2*

Enchantment — Aura M19

Enchant creature
Enchanted creature can't attack or block.

"Your part in this fight is done, vampire. Get used to your thirst."

1/3

025/280 C
M19 • EN STEVE AROYE

TM & © 2018 Wizards of the Coast

**Take Vengeance** 1*

Sorcery M19

Destroy target tapped creature.

"Your death will be a balm, your passing a welcome revision, and all will sigh with peace to know of your demise."

040/280 C
M19 • EN RANDY VARGAS

TM & © 2018 Wizards of the Coast

**Knight's Pledge** 1*

Enchantment — Aura M19

Enchant creature
Enchanted creature gets +2/+2.

"As long as my faith persists, so shall I."

019/280 C
M19 • EN MAGALI VILLENEUVE

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**Mighty Leap** 1*

Instant M19

Target creature gets +2/+2 and gains flying until end of turn.

"I feel the presence of the God-Pharaoh in the Second Sun, and I rise upon its rays."

028/280 C
M19 • EN SIDHARTH CHATURVEDI

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**Daybreak Chaplain** 1*

Creature — Human Cleric M19

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

"May the light shine through me to guide the lost."

1/3

010/280 C
M19 • EN VOLVAN BAGA

TM & © 2018 Wizards of the Coast

**Invoke the Divine** 2*

Instant M19

Destroy target artifact or enchantment. You gain 4 life.

"Let go of all that harms you. Cast your burdens into the darkness, and build for the faithful a house of light."

—Song of All, canto 1008

1/3

016/280 C
M19 • EN MAGALI VILLENEUVE

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**Trusty Packbeast** 2*

Creature — Beast M19

When Trusty Packbeast enters the battlefield, return target card from your graveyard to your hand.

"Margaret has traveled with me to the end of the world and back."

—Heven Frit, merchant

041/280 C
M19 • EN JOHN STANKO

TM & © 2018 Wizards of the Coast

**Knight of the Tusk** 4*

Creature — Human Knight M19

Vigilance (Attacking doesn't cause this creature to tap.)

"Horse? Who needs a horse?"

018/280 C
M19 • EN JASPER EISING

TM & © 2018 Wizards of the Coast

**Dwarven Priest** 3*

Creature — Dwarf Cleric M19

When Dwarven Priest enters the battlefield, you gain 1 life for each creature you control.

"These storied halls are under my protection."

2/4

019/280 C
M19 • EN EVEN AMUNDSEN

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**Revitalize** 1*

Instant M19

You gain 3 life.

Draw a card.

"A potion is no substitute for a skilled surgeon, but it will hold your bits in."

—Torricks, battlefield medic

035/280 C
M19 • EN MATT STEWART

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**Knightly Valor** 4*

Enchantment — Aura M19

Enchant creature.

When Knightly Valor enters the battlefield, create a 2/2 white Knight creature token with vigilance.

(Attacking doesn't cause it to tap.)

Enchanted creature gets +2/+2 and has vigilance.

1/3

020/280 U
M19 • EN MATT STEWART

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**Make a Stand** 2*

Instant M19

Creatures you control get +1/+0 and gain indestructible until end of turn.

(Damage and effects that say "destroy" don't destroy them.)

For a moment they stood tall, all fear forgotten.

046/280 U
M19 • EN MAGALI VILLENEUVE

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**Militia Bugler** 2*

Creature — Human Soldier M19

Vigilance (Attacking doesn't cause this creature to tap.)

When Militia Bugler enters the battlefield, look at the top four cards of your library.

You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/3

024/280 U
M19 • EN DAVID GAELLET

TM & © 2018 Wizards of the Coast

**Novice Knight** *

Creature — Human Knight M19

Defender (This creature can't attack.)

As long as Novice Knight is enchanted or equipped, it can attack as though it didn't have defender.

Even the greatest hero begins with nothing.

2/3

030/280 U
M19 • EN YONGJAE CHOI

TM & © 2018 Wizards of the Coast

**Leonin Vanguard** *

Creature — Cat Soldier M19

At the beginning of combat on your turn, if you control three or more creatures, Leonin Vanguard gets +1/+1 until end of turn and you gain 1 life.

The best fighters are skilled in both harming and healing.

1/1

022/280 U
M19 • EN AARON MILLER

TM & © 2018 Wizards of the Coast

**Shield Mare** *

Creature — Horse M19

Shield Mare can't be blocked by red creatures.

When Shield Mare enters the battlefield or becomes the target of a spell or ability an opponent controls, you gain 3 life.

When it passes, order defeats chaos.

2/3

037/280 U
M19 • EN LUCAS GRACIANO

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013/280 U
M19 • EN TOMMY ARNOLD

TM & © 2018 Wizards of the Coast

217/280 U
M19 • EN SCOTT MURPHY

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025/280 U
M19 • EN Svitlin Yelino

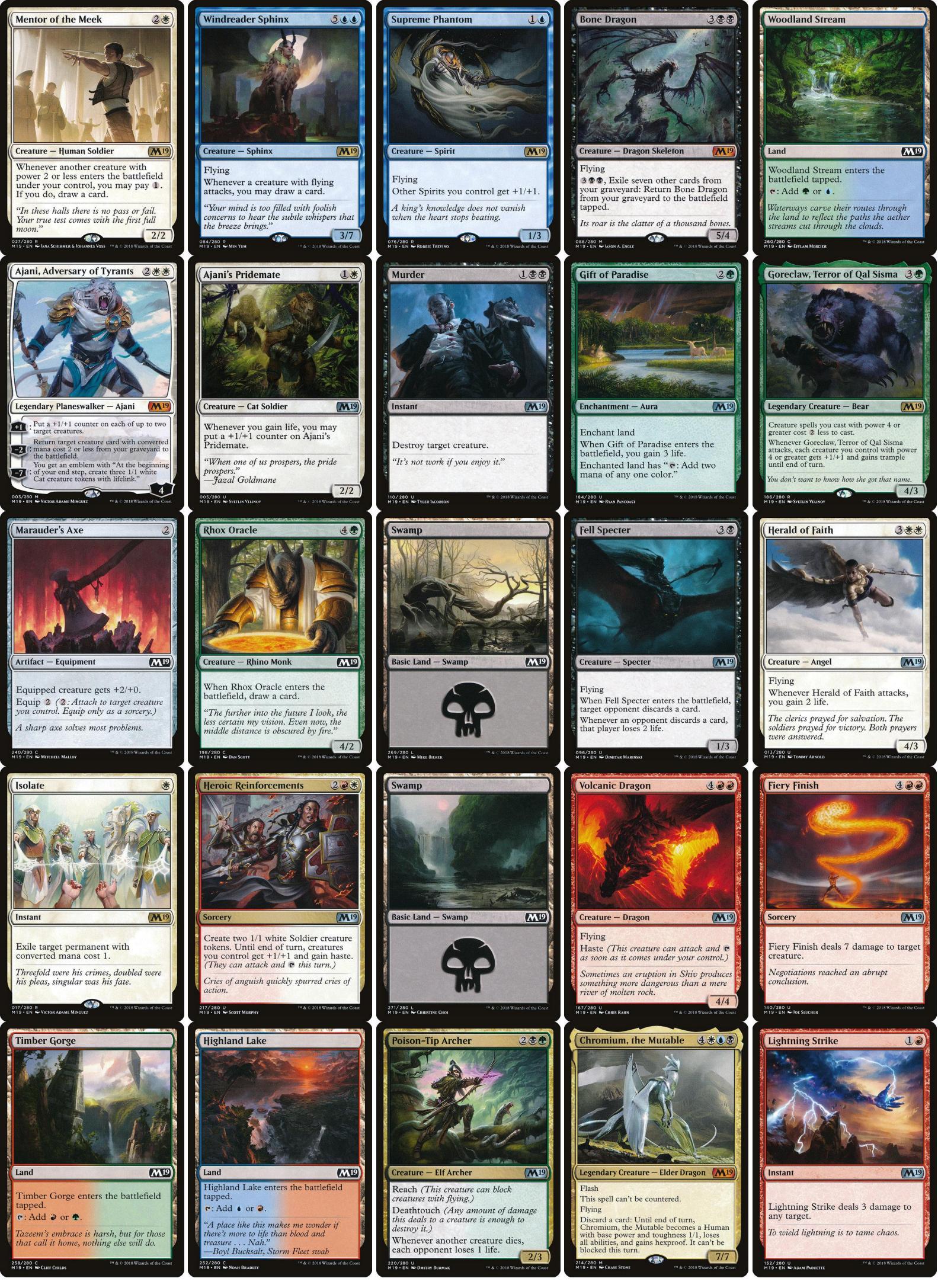
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002/280 U
M19 • EN IZZY

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001/280 U
M19 • EN ANTHONY PALUMBO

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279/280 L
M19 • EN ➔ JONAS DE RO

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223/280 U
M19 • EN ➔ WINGNA NELSON

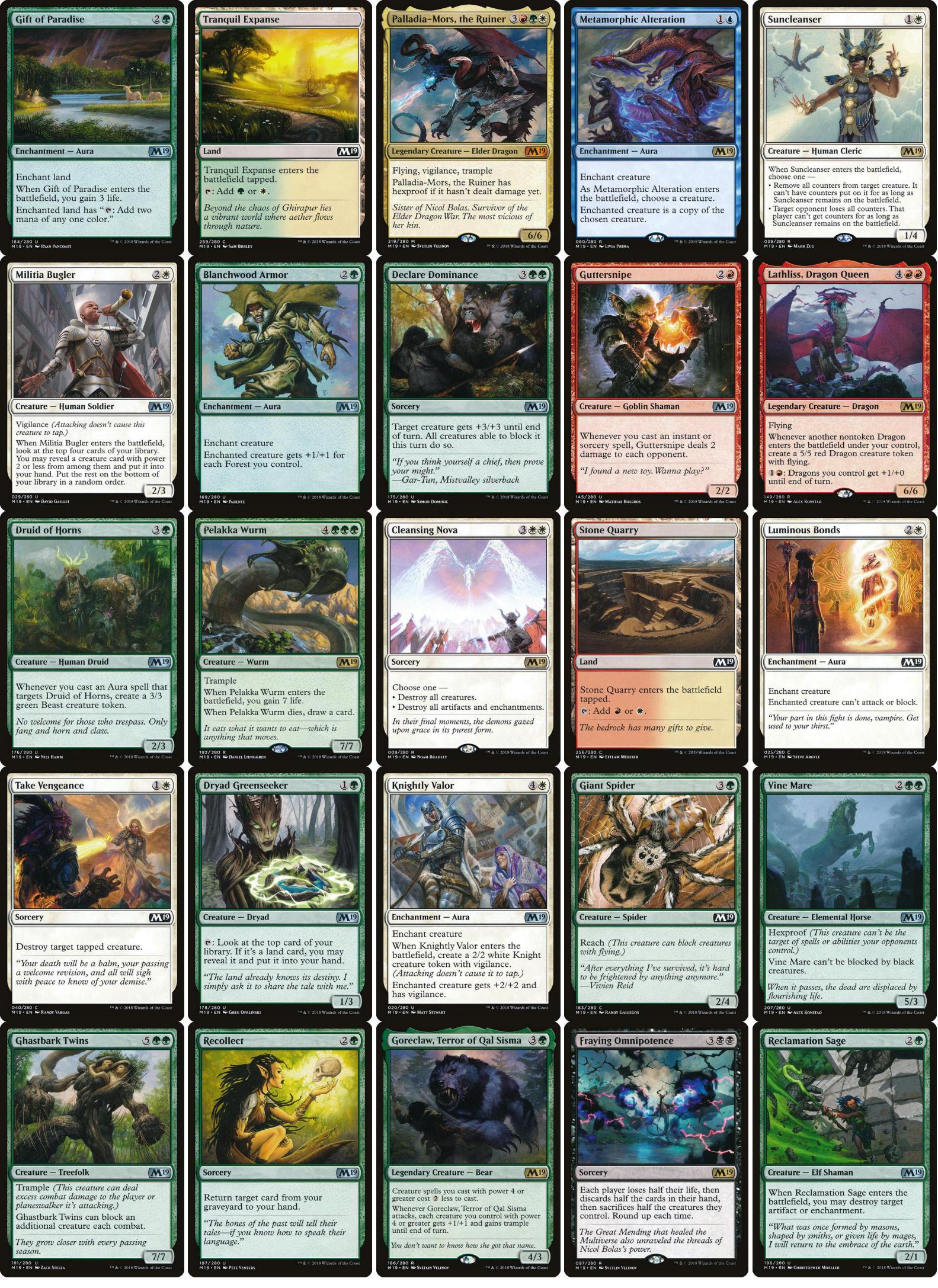
151/280 U
M19 • EN ➔ SAM BOWAN

275/280 L
M19 • EN ➔ JONAS DE RO

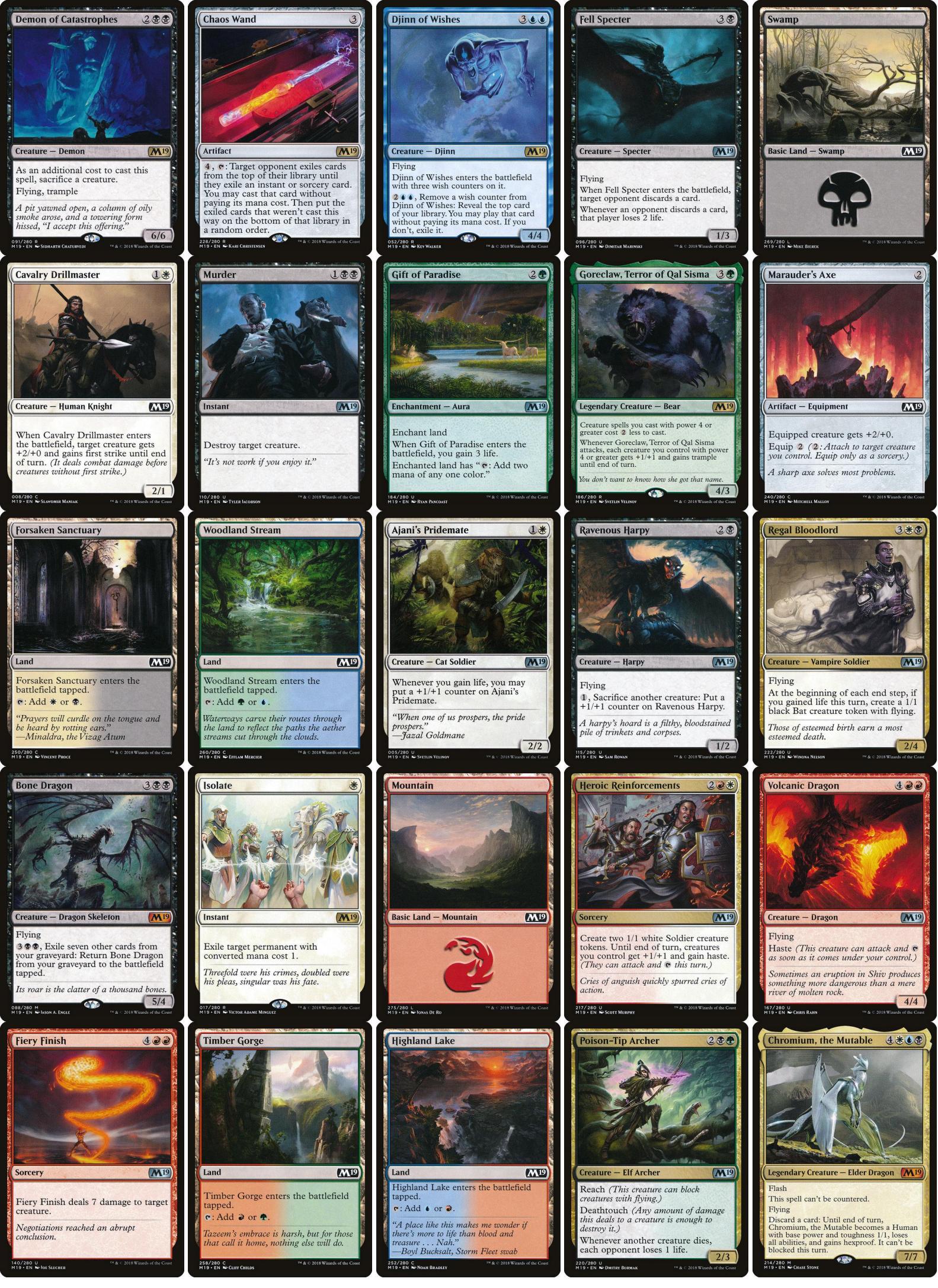
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3/3













Creature — Angel

M19

3/3

Flying
When Angel of the Dawn enters the battlefield, creatures you control get +1/+1 and gain vigilance until end of turn.
(Attacking doesn't cause them to tap.)

She sings for all those who have been silenced.

007/280 C M19 • EN LIVIA PRIMA

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Artifact

M19

2/2

2, {U}: Target player puts the top two cards of their library into their graveyard.

Minds, like mountains, are never so grand and mighty that they can't be reduced to dust.

243/280 U M19 • EN YONG-HAO HAN

TM & © 2018 Wizards of the Coast



Creature — Human Knight

M19

3/7

Vigilance (Attacking doesn't cause this creature to tap.)

"Horse? Who needs a horse?"

018/280 C M19 • EN JASPER EISING

TM & © 2018 Wizards of the Coast



Creature — Wall

M19

0/5

Defender (This creature can't attack.)

The seafloor is flecked with the bones of fools who dared to sail into the mist.

063/280 C M19 • EN DIMITAR MARINSKI

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Enchantment — Aura

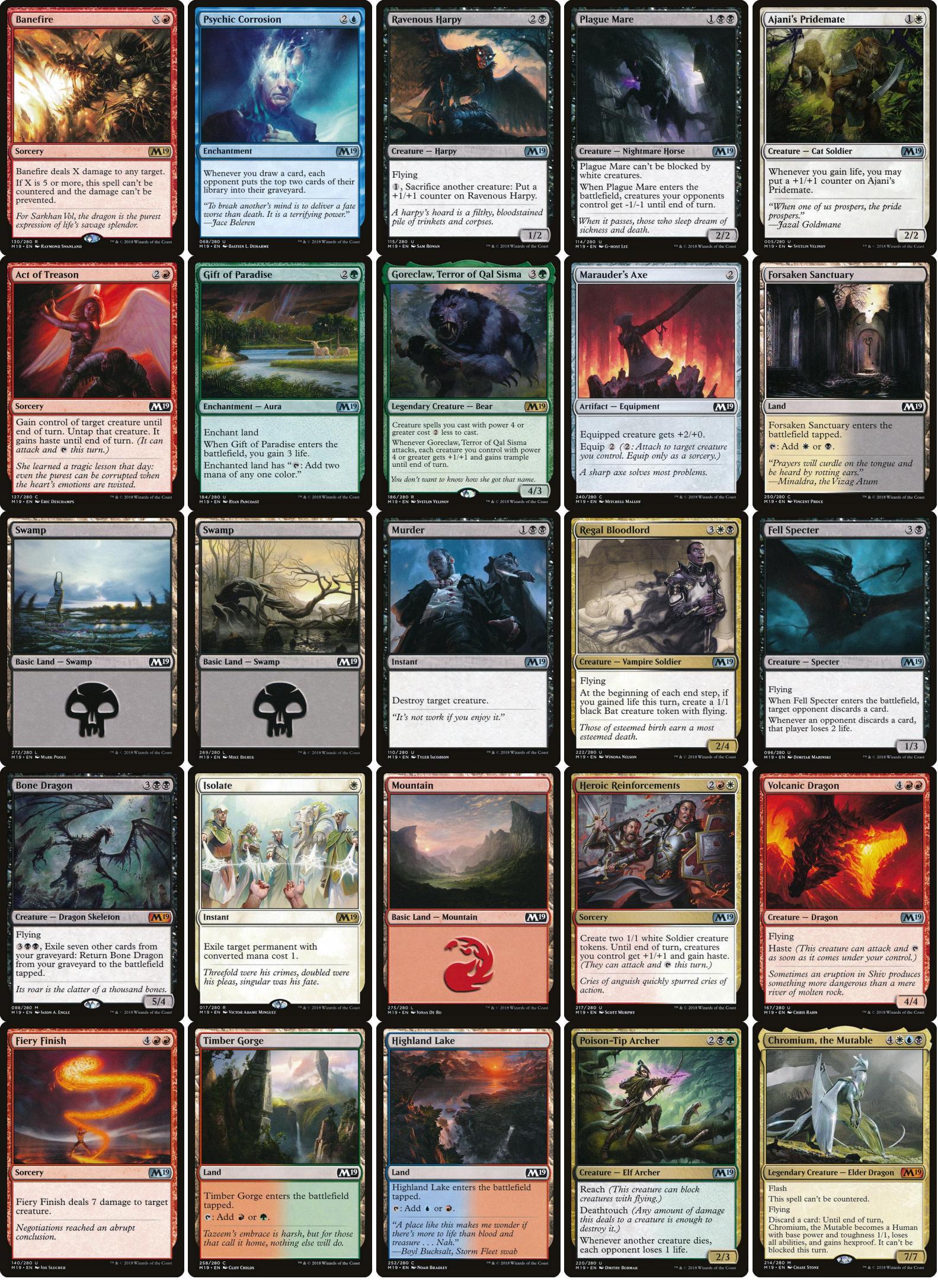
M19

Enchant creature
Enchanted creature gets -6/-0.
When enchanted creature blocks, destroy it. (The attacking creature remains blocked.)

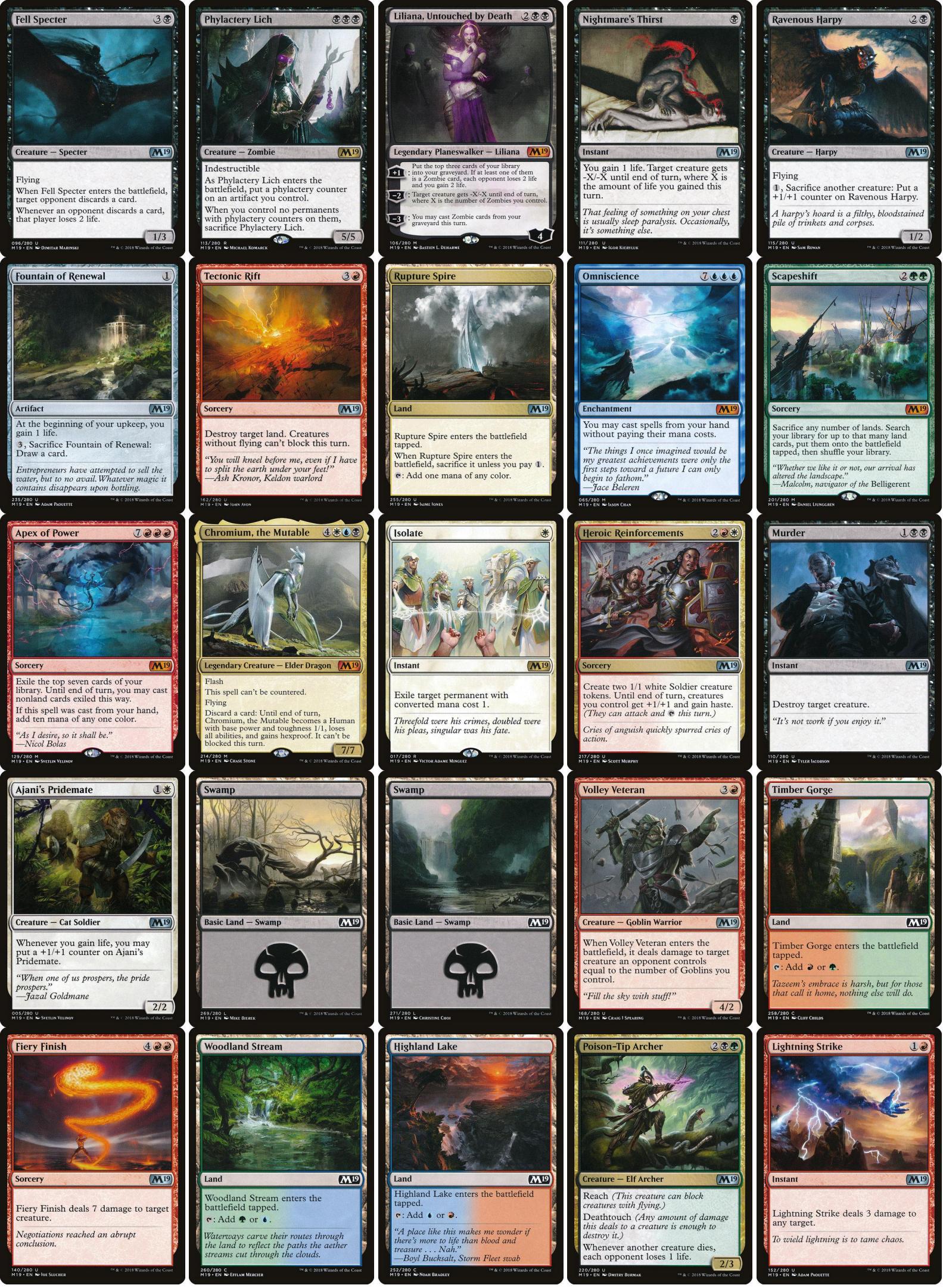
The collection didn't have room to expand, so the wizard improvised a solution.

053/280 C M19 • EN RYAN PENCOST

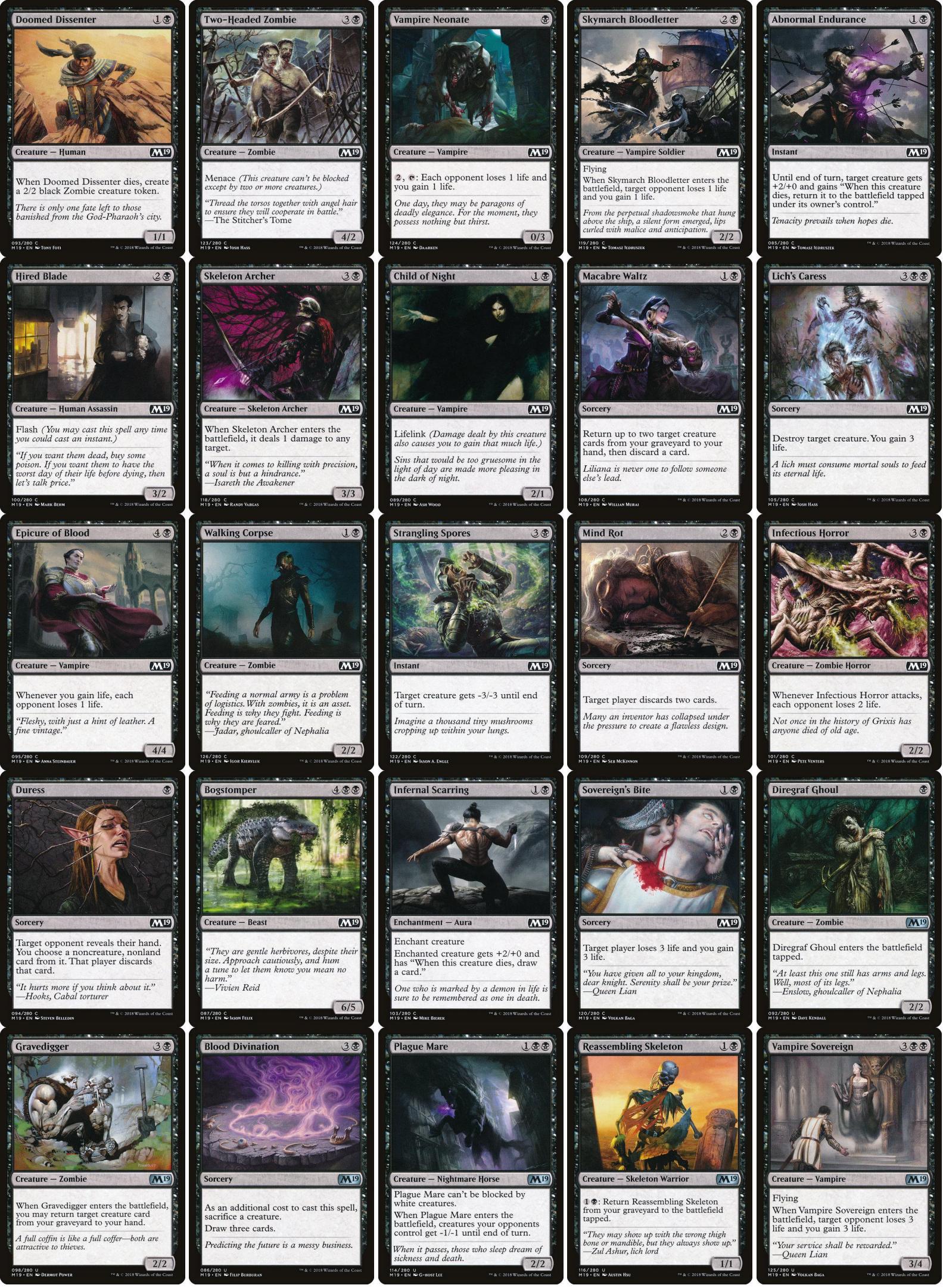
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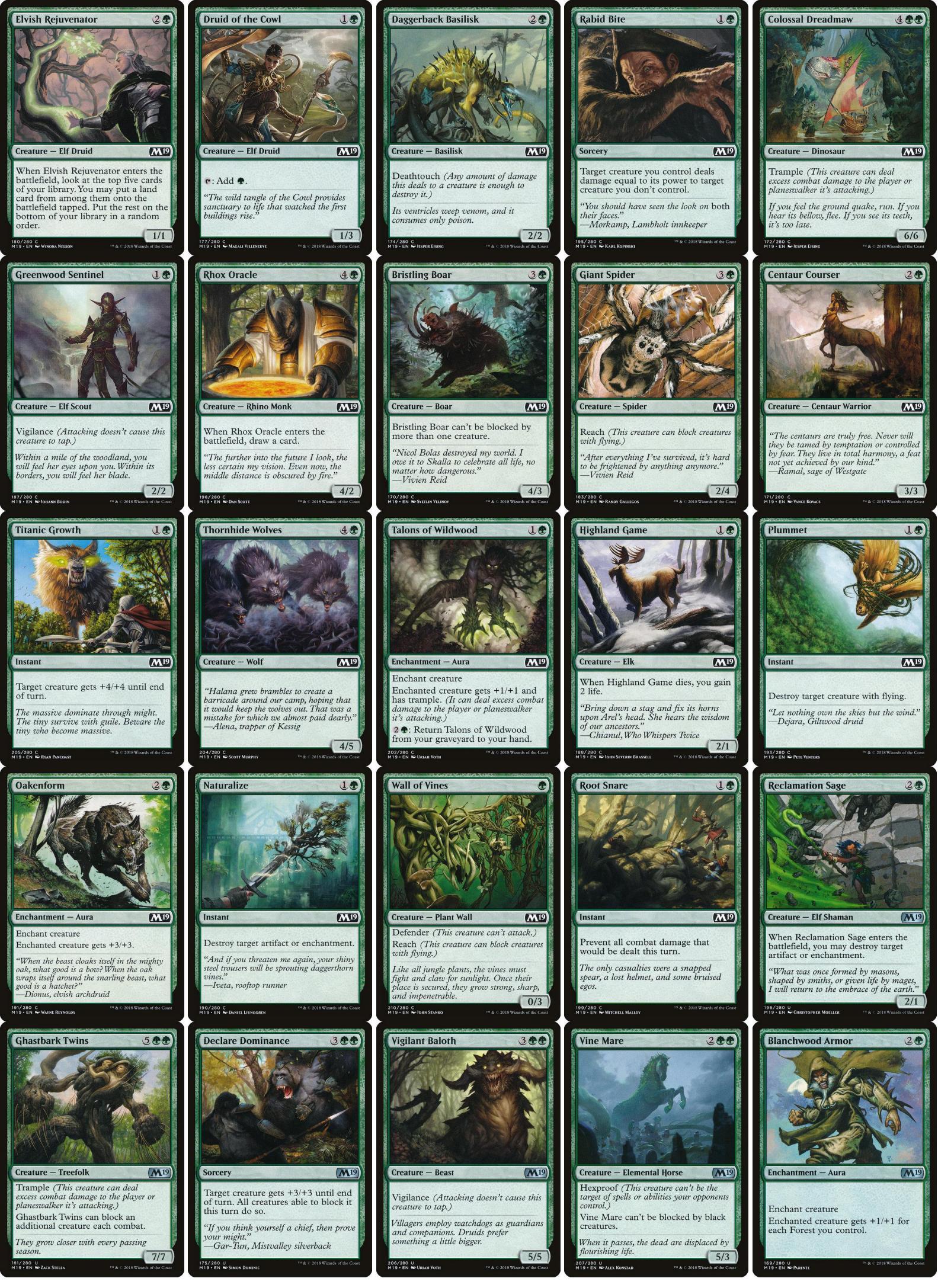












Dryad Greenseeker

1/1

**Creature — Dryad**

M19

•: Look at the top card of your library. If it's a land card, you may reveal it and put it into your hand.

"The land already knows its destiny. I simply ask it to share the tale with me."

1/3

178/280 U
M19 • EN ➔ GREG OPALINSKI

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Druid of Horns

3/3

**Creature — Human Druid**

M19

Whenever you cast an Aura spell that targets Druid of Horns, create a 3/3 green Beast creature token.

No welcome for those who trespass. Only fang and horn and claw.

2/3

179/280 U
M19 • EN ➔ NILS HAMM

TM & © 2018 Wizards of the Coast

Recollect

2/2

**Sorcery**

M19

Return target card from your graveyard to your hand.

"The bones of the past will tell their tales—if you know how to speak their language."

197/280 U
M19 • EN ➔ PETE VENTERS

TM & © 2018 Wizards of the Coast

Prodigious Growth

4/4

**Enchantment — Aura**

M19

Enchant creature
Enchanted creature gets +7/+7 and has trample.

"Look how cute it is now!"
—Vivien Reid

194/280 R
M19 • EN ➔ SVETLIN YELINOV

TM & © 2018 Wizards of the Coast

Poison-Tip Archer

2/3

**Creature — Elf Archer**

M19

Reach (This creature can block creatures with flying.)

Deathstroke (Any amount of damage this deals to a creature is enough to destroy it.)

Whenever another creature dies, each opponent loses 1 life.

2/3

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Poison-Tip Archer **M19**

Creature — Elf Archer **M19**
Reach (This creature can block creatures with flying.)
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Whenever another creature dies, each opponent loses 1 life.
2/3

220/280 U
M19 • EN ► DMITRY BURMAN



Chromium, the Mutable **M19**

Legendary Creature — Elder Dragon **M19**
Flash
This spell can't be countered.
Flying
Discard a card: Until end of turn, Chromium, the Mutable becomes a Human with base power and toughness 1/1, loses all abilities, and gains hexproof. It can't be blocked this turn.
7/7

214/280 M
M19 • EN ► CHASE STONE



Lightning Strike **M19**

Instant **M19**
Lightning Strike deals 3 damage to any target.
To wield lightning is to tame chaos.

152/280 U
M19 • EN ► ADAM POUETTE



Volcanic Dragon **M19**

Creature — Dragon **M19**
Flying
Haste (This creature can attack and **c** as soon as it comes under your control.)
Sometimes an eruption in Shiv produces something more dangerous than a mere river of molten rock.
4/4

167/280 U
M19 • EN ► CHRIS RAIN



Mountain **M19**

Basic Land — Mountain **M19**


275/280 L
M19 • EN ► JONAS DE RO

